Al-Rebis

student handbook

EVERYONE 10+
ENFANTS ET ADULTES 10+
E 10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

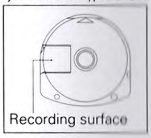
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

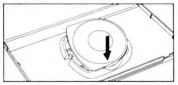
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Prologue

.....
Who are you?
Do you mean my name? ...It's Sulpher.
Sulpher... Are you all alone, too?
...Yes, just like you.
I see... Can I stay with you?
...Sure. That's not a bad idea.
Thank you. Um, I'm...Vayne.
That's what he called you.
Vayne...is my name...

Deep in a quiet forest stood a house where a boy and a black cat, known as a Mana, lived.
"The boy had no relatives. The cat was his only friend, and the closest thing to family he had.
The two had lived quietly together."
But their quiet lives ended with a sudden visit from an outsider.

"Oh, I finally found you. Can we talk for a minute?"

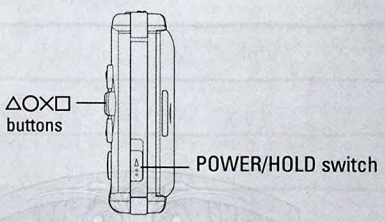
"The man who came said he was a teacher at Al-Revis Academy, a school that taught alchemy.
That was the beginning of his new life at Al-Revis."
...And his introduction to Alchemy.

Contents

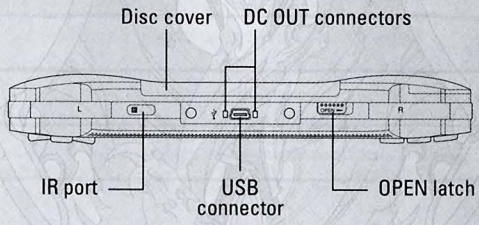
Setting Up	P. 2
Starting Up	P. 3
Characters	P. 4
How to Begin Save & Load	P. 9
Main Menu	P. 10
School Campus	P. 14
World	P. 15
Synthesis	P. 16
Athanor Synthesis	P. 17
Battle	P. 18
Multi - Player Mode	P. 20
Jump Start	P. 22

SETTING UP

Right Side View



Front View



Setup your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Mana Khemia™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

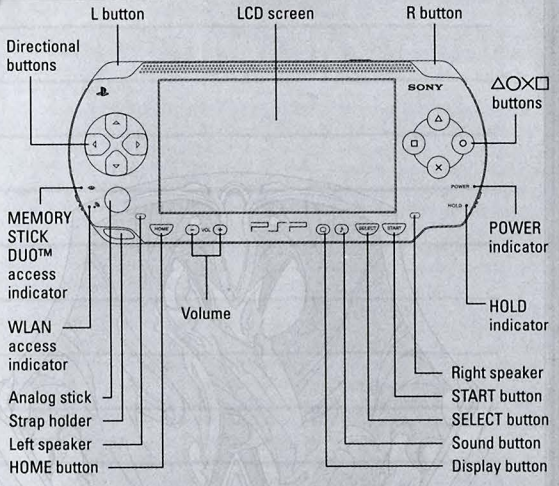
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation® Portable) system configuration



Main Menu

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Cancel
△ button	: Switch Display

Battle Screen

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Cancel

Battle Screen

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm/ Support Action
○ button	: Cancel
L button / R button	: Switch Character

Field Map

directional buttons & left analog stick	: Move Character
× button	: Investigate
○ button	: Jump
△ button	: Menu
□ button	: Slash
START button	: Map
SELECT button	: Student Handbook

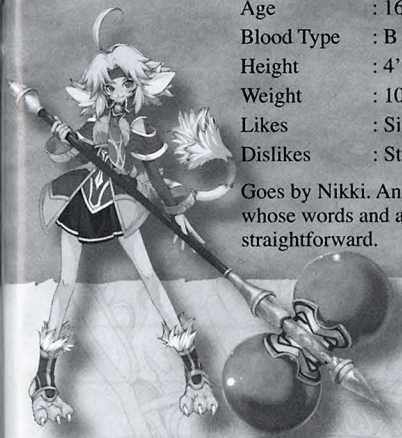
CHARACTERS

Vayne Aurelius

Birthday : 9/28 Libra
Age : 16
Blood Type : ???
Height : 5'6"
Weight : 126 lbs
Likes : Sulpher
Dislikes : People in general

The main character of this story. He is shy and has a weak personality, and easily gets involved in surrounding troubles.

Nicole Mimi Tithel



Birthday : 3/6 Pisces
Age : 16
Blood Type : B
Height : 4'9" (5'1" with hair)'
Weight : 101 lbs
Likes : Singing, being active
Dislikes : Staying still

Goes by Nikki. An energetic beastgirl whose words and actions are very straightforward.

Jessica Philomele

Birthday : 6/12 Gemini
Age : 16
Blood Type : O
Height : 4'11"
Weight : 88 lbs
Likes : Alchemy
Dislikes : Spicy Food

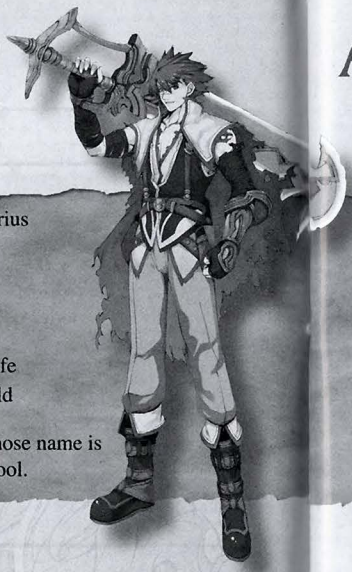
A bright, slightly klutzy girl.
She loves alchemy but her skills are...

Pamela Ibis

Birthday : ???
Age : ???
Blood Type : ???
Height : ???
Weight : 0 lbs
Likes : Cute things, Teddy Bear
Dislikes : Non-cute things

A soft, fluffy ghost who has lived at the school for a very, very, very long time.

Flay Gunnar



Birthday	: 12/10 Sagittarius
Age	: 19
Blood Type	: AB
Height	: 6'0"
Weight	: 161 lbs
Likes	: An exciting life
Dislikes	: A boring world

An infamous troublemaker whose name is known by everyone at the school.

Anna Lemouri

Birthday	: 8/5 Leo
Age	: 12
Blood Type	: A
Height	: 4'7"
Weight	: 75 lbs
Likes	: An orderly lifestyle
Dislikes	: Dirty places, sloppy people

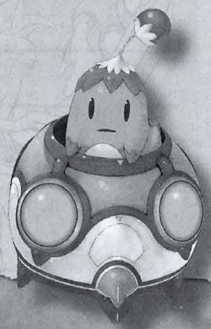
A girl who mastered the art of swords at a very young age. She is very mature, but has a fast, unpredictable imagination.

Roxis Rosenkrantz

Birthday	: 8/24 Virgo
Age	: 17
Blood Type	: A
Height	: 5'8"
Weight	: 123 lbs
Likes	: None
Dislikes	: Unconsciously insensitive people

A cool, sarcastic young man from a famous family. For some reason, he sees Vayne as his arch-nemesis.

Muppy Oktavia Vonderchek VIII



Birthday	: Unavailable in Earth time
Blood Type	: Something other than blood flows within
Height	: Stretches and shrinks with humidity
Weight	: With gravitational device, from 0-550 tons
Likes	: Chivalry, loyalty and obligation, brotherly honor
Dislikes	: The dull commoners

A cute looking mascot from a land far across the sea of stars.

Sulpher

Birthday	: ???
Age	: ???
Blood Type	: ???
Height	: 2'4"
Weight	: 13 lbs
Likes	: Raw fish
Dislikes	: Stupid alchemists

A black cat who is Vayne's best friend, and is like a big brother to him.

Tony Eisler

Birthday	: 12/30 Capricorn
Age	: 17
Blood Type	: A
Height	: 5'10'
Weight	: 154 lbs
Likes	: ..It's too embarrassing!
Dislikes	: Flay

Renee Kearse

Birthday	: 4/30 Taurus
Age	: 18
Blood Type	: B
Height	: 5'1"
Weight	: 108 lbs
Likes	: Dressing up, make-up, being pretty
Dislikes	: Bothersome, annoying things

The student duo who keeps bugging Vayne for some reason.

HOW TO BEGIN SAVE/LOAD

Title Screen

Turn the PlayStation® Portable console on, and place the disc inside. After the opening cut scene, press the START button at the title screen to see the menu below. You can skip the opening cut scene by pressing the START button.

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Cancel

NEW GAME	: Start the game from the beginning.
LOAD GAME	: Start the game from where you left off.
EXTRA	: View various content depending on the progress of your game.
OPTIONS	: Change play settings such as volume or vibration function.

SAVE/LOAD

You can Save and Load game data in the workshop, or at Save Circles in certain dungeons.
You can also LOAD from the title screen.

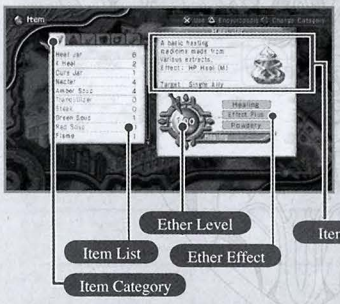
directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Cancel

MAIN MENU

You can access the Main Menu by pressing the △ button during game play.
You can select characters' current status and certain commands to access other menus.

directional buttons & left analog sitck	: Move Cursor
✕ button	: Confirm
○ button	: Back
△ button	: Switch Display

Items



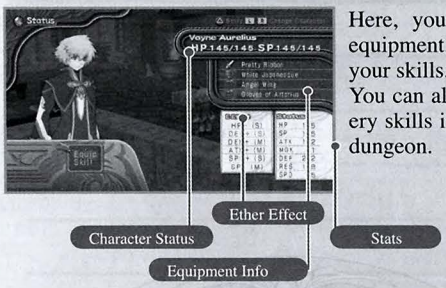
Check to see what items you currently have in your possession. You can also use consumable items such as healing potions.

directional buttons & left analog sitck	: Move Cursor
✕ button	: Confirm
○ button	: Back
△ button	: Encyclopedia

Item Types

Consumable	: Items that can be used in battle or on the field.
Ingredient	: Ingredient items for synthesis that have no effect on their own.
Equipment	: Items that the characters can equip.
Key Item	: Items that are important for the story. You cannot sell these.

Status



Here, you can change equipment, or check your skills.
You can also use recovery skills if you are in a dungeon.

directional buttons & left analog sitck	: Move Cursor
✕ button	: Confirm
△ button	: Display Story/ Common Skills
L1 button & R1 button	: Switch Character

HP	: This is how much stamina you have against attacks.
SP	: This affects the number of skill usages.
ATK	: This is how effective your physical attacks/skills are.
MGK	: This is how effective your magic attacks/skills are.
DEF	: This displays your strength against physical attacks.
RES	: This displays your strength against magical attacks.
SPD	: This affects the order of action, and your position after an action.

Position

When you have more than 4 members in your party, you can position them to Vanguard or Support.

directional buttons & left analog sitck	: Select/Change Character
✕ button	: Confirm/Confirm Switch
○ button	: Cancel

Vanguard	: These members will join the battle from the start.
Support	: Use Support Actions during battle to switch with Vanguard members.
Standby	: They cannot join the battle, but will slowly recover HP and SP.

Grow Book

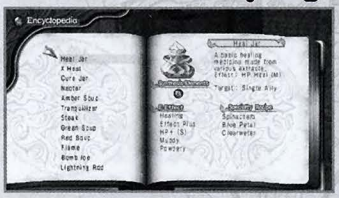
Use your AP gathered in battles to learn new skills, or add to the character's stats. However, you will need to create the corresponding items to distribute the AP. The following are the types of growth you can obtain.

directional buttons & left analog sitck	: Select Item
× button	: Confirm/Use AP
○ button	: Cancel/ Skip Display
L1 button & R1 button	: Switch Character

Types of Growth

Stat Increase	: Increase certain stats of the character.
Obtain Skills	: Learn the skill listed in the description.
Special	: Increases HITs, or makes Support Action easier.

Encyclopedia



Check various types of information. More descriptions will be added as you progress through the game.

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Cancel

Item	: Check the details of the items you've obtained.
Recipe	: Check the details of the recipes you've obtained.
Monster	: Check details of monsters you've defeated or attacked with [Analyze].
Tutorial	: Check various tutorials within the game.

Student Handbook

Check your current situation.

directional buttons & left analog sitck	: Move Cursor
× button	: Confirm
○ button	: Back

Memo	: Displays your Assignment status, story progress, goals, and hints.
Schedule	: Check how many units you currently have for this term.
Jobs	: Check the details of the job you are currently working on.
Task Sheet	: Check your party members' scheduled tasks.

Options

Change game settings such as volume, and vibration function.

directional buttons (left & right)	: Adjust Setting
directional buttons (up & down)	: Select Setting
× button	: Confirm
○ button	: End Configuration

Message	: Change the speed that messages are displayed during in game conversations.
Vibration	: Turn ON/OFF controller vibration.
Voice	: Control the volume of the voices during the story.
BGM	: Control the volume of the music during game play.
SFX	: Change the volume of the sound effects during game play.
Jump Start	:With this function, you can save install data on your Memory Stick Duo™ or Memory Stick PRO Duo™ and load it from both the UMD® and the Memory Stick simultaneously.
Return to Title	: End configuration and return to title screen.

SCHOOL CAMPUS

There are various places and facilities on campus where Vayne and his friends can go.

directional buttons & left analog sitck	: Select Location
× button	: Confirm
△ button	: Open Menu Screen

Location List	: Select where you wish to go.
Calendar	: The current term's schedule is displayed in blocks.

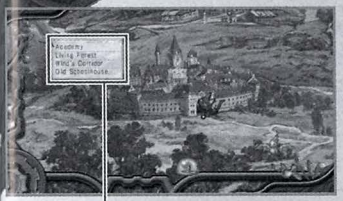
Shops

There are many kinds of shops on campus. Here, you can buy and sell items. More items will become available to you as the story progresses.

directional buttons (left & right)	: Select Item
directional buttons (up & down)	: Select Amount
× button	: Confirm
○ button	: Cancel

Student Store	: A typical shop. Many things will be in stock here.
Cafeteria	: Food type items and related ingredients are sold here.
Infirmary	: Mostly medicine and related ingredients are sold here.
Merchants	: These are bazaars held by students. The most variety can be found here.

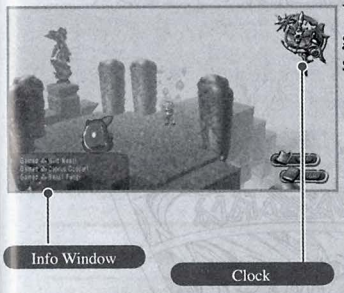
WORLD



There are many dungeons around the school, such as forests and ruins. As you progress through the story, more areas will become available to you.

directional buttons & left analog sitck	: Select Location
× button	: Confirm
△ button	: Open Menu Screen

Search



You will fight monsters and gather items outside of the school.

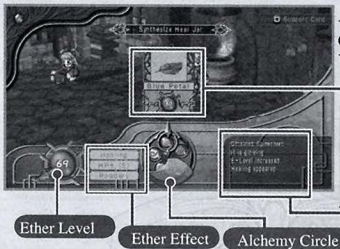
directional buttons & left analog sitck	: Move Character
× button	: Investigate/Gather
○ button	: Jump
△ button	: Open Menu Screen
□ button	: Slash
START button	: Open Map
SELECT button	: Open Handbook

Passing Time in a Search

During Searches, time passes in the form of Noon > Afternoon > Night > Morning. At night, the monsters will move much quicker, and will also be much stronger than during the day, so make sure to note the time.

SYNTHESIS

Co-op Synthesis



All syntheses other than equipment can be made at Vayne's workshop.

Ingredient Card

Directional Button	: Move Cursor
× button	: Confirm/Skip Effect
○ button	: Cancel/Skip
□ button	: Support Card

Ingredient Card	: Item ingredient cards will be displayed.
Alchemy Circle	: This affects the change in Ether Level when using ingredient.
Ether Level	: The item's Ether Level is displayed during synthesis.
Ether Effect	: The item's displayed Ether Effect, depend ing on Ether Level.

STEP 1 Select the ingredient Items

Select the ingredients you wish to use from the list of available candidates.

STEP 2 Add ingredients, watch the Alchemy Circle

The Ether Level will rise or fall depending on the Alchemy Circle's timing, and the item's attribute.

STEP 3 Use Support Cards when necessary

Get your friends to cooperate by using Support Cards. This will affect the Ether Level in various ways.

STEP 4 Item Complete

Inspiration Event

After synthesizing a specific item, someone might come up with an idea for a new recipe.

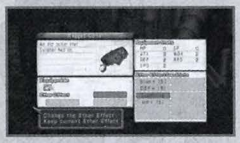
ATHANOR SYNTHESIS

At the Athanor Room, there is much more fire power, unlike the cauldron in your workshop. Use this to create your equipment.

** Unlike Co-op Synthesis, you do not use Support Cards, nor do you time adding the ingredient cards. The synthesis will automatically begin once you select the ingredients. You can also carry over the Ether Effects that show on the ingredient card onto the equipment.

STEP 1 Select the ingredient items

Select the ingredients you wish to use from the list of available candidates.



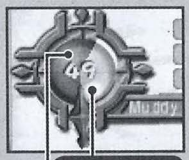
STEP 2 Select the Ether Effects

Select the Ether Effects you wish to keep on your equipment.

STEP 3 Item Complete

Depending on the Ether Effect you added, various effects other than from the original equipment may show.

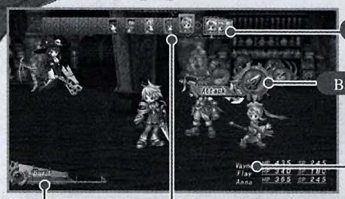
Ether Levels and Ether Effects



All items other than equipment have Ether Levels. Depending on this Ether Level, the item will gain various effects. The following are the types of Ether Effects that may show.

Traits	: Describes the item's trait (Sweet, Spicy, etc.)
Common Skills	: Attaches a Skill
Stats	: Adds stats to the equipped character

BATTLE



Directional Button	: Move Cursor
× button	: Confirm/Support Action
○ button	: Cancel

Battle Commands

Attack	: Normal attack. Number of HITs depends on Grow Book.
Item	: Use an Item.
Skill	: Use a Skill.
Guard	: Increases defense, lessening damage from monsters.
Escape	: Run away from the battle. It is harder to escape at night.

Status Effects

When characters and monsters are hit with a special attack, they may be affected by status effects such as Poison and Sleep.

Poison	: Character takes damage before each action during battle.
Curse	: HP cannot be healed.
Slow	: Wait time between actions becomes longer.
Break	: Unable to act. All attacks against you become criticals.
Sleep	: Unable to act, but recovers if hit.
Seal	: Unable to use Skills.

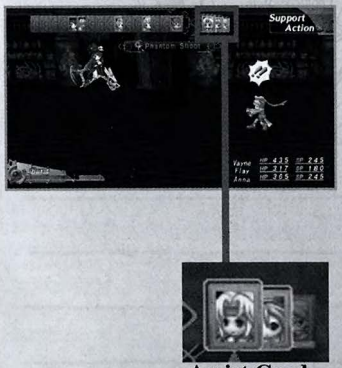
ACCB

The characters' order of action is displayed on the ACCB bar. The ACCB consists of 16 cards, and the character whose card reaches the furthest right will be able to take an action. The cards consist of each character and monster, as well as special Timed Skills.

Burst

Attack the enemy with an effective pace to fill up the Burst Gauge, shown at the bottom. When this reaches its maximum, you will activate Burst Mode, in which all your party characters will temporarily have greatly increased attack power. As you progress through the story, Burst will get an evolved version.

Support Action



Assist Card

Characters who are positioned as Support can switch with Vanguard characters who are currently in battle. Press the × button at the right time; either when the Vanguard character is attacking, or receiving an attack. This will cause the Support character to switch in with an additional attack, or a defensive maneuver. Support Actions can only be used when an Assist Card next to the ACCB is lit.

MULTI-PLAYER MODE

You can play this game on a Wireless (WLAN) feature, AD HOC Mode, by selecting [Multi-Player Mode] from the title menu. On this mode, you're able to play as a team with your friend. This mode requires two PSP® systems as well as two UMD®s.

Preparation

STEP 1 Select [Multi-Player Mode]

Select [Multi-Player Mode] from the title menu.

STEP 2 Select Data

To play on the [Multi-Player Mode], you need save data from the main game. Select the data that you want to use.

*To save game data, you need at least 352KB of space in your Memory Stick Duo™ or Memory Stick PRO Duo™.

STEP 3 Enter Player's Name

Choose a name that will be displayed on the screen of your partner's PSP® as your player name. If a name has already been registered, this phase will be skipped.

STEP 4 Connect to Lobby

Make sure your PSP® is turned on. Then select [Start Connecting] and decide which player will be Player 1. Then the other player will be Player 2. Player 2's PSP® will display Player 1's name. Player 2 will select this name.

STEP 5 Select Characters to Join the Battle

Choose characters to join the battle and who will play them.

*Only Player 1 can do this command.

STEP 6 Select Opponent

Select a monster your team will fight against.

Battle Start!

Character Select

In the [Multi-Player Mode], each of the two players selects 3 characters out of all the characters they have, so that 6 characters altogether will be in for the battle. Each player can only uses their own characters.

directional Buttons	: Select (Players/ Characters)
× Button	: Confirm
START Button	: Advance To Monster Select

Monster Select

The monster has different levels of strength and rewards. Some rewards include rare items that can't be obtained in the main story. Check them out.

directional buttons	:Select
× Button	: Confirm

Cooperative Battle

directional buttons	:Select
× Button	:Confirm/ Support Action
○ Button	: Cancel
L Button	: Support Action
R Button	: Switch Character

In the battle, Player 1 and 2 play their own characters. When Support Action is executed, the player who has been playing the character that has made a move right before the Support Action will control the Action. During the battle, the players can use items that Player 1 has. After the battle, Player 1 will regain all the items used and lost during the battle.

*If the players win the battle, both players will get the reward.

JUMP START

"Jump Start" is a system that makes the game smoother and more comfortable by enabling your PSP® to load your data faster. With this function, you can save install data on your Memory Stick Duo™ or Memory Stick PRO Duo™ and load it from both the UMD® and the Memory Stick simultaneously.
*You need a memory card with at least 290MB of space. Also, the "Mana Khemia --Student Alliance" UMD® must be kept in the PSP® during data install.

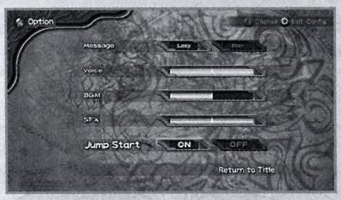
Save

Data installation is done from the [Option] menu. Make sure the UMD® is in the PSP®, and start "Mana Khemia --Student Alliance". Then select [Jump Start] from the [Option] menue and follow the directions to save your install data.
*It may take some time to save install data. Do not remove the memory card or turn of the console during saving. Make sure the PSP® has a full battery charge or plug it in to an electricity outlet with an AC adaptor cable.

Game Data Transfer

To save install data and execute Jump Start, game data and install data must be saved on the same Memory Stick. You can also save game data on a Memory Stick on which install data is saved.
*To transfer save data, go to the User's Guide
http://manuals.playstation.net/document/en/psp/current/game/options.html
*You can also you computers to transfer data.

Settings



To use Jump Start, the [Jump Start] setting must be turned [ON] after install data has been saved. Select [Option] from the title menu, move the cursor to [Jump Start] and turn the setting [ON].
*To use Jump Start, a memory card with install data saved on it must be inserted in your PSP®.
*During Jump Start, the Memory Stick Duo Access Lamp will blink. Don't remove the memory card while this is happening.

If You Fail In Loading Install Data

If an error occurs during Jump Start and the PSP® fails to load the Jump Start, the Jump Start function will automatically turn off.

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90days warranty period, NIS America will replace the game disc, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other then as specified in this manual.

WARRANTY SERVICE

1. Finalize your registration for Mana Khemia at www.NISAmerica.com.
2. Save the sales receipt and UPC code found on the game package.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 540-1122, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

TECHNICAL SUPPORT

Please contact customer service by email at ***Support@NISAmerica.com.***

Net BSD

The communications function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see http://www.scei.co.jp/psp-license/pspnet.txt

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is a trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Avant de commencer, lisez avec attention cette section ci-dessous et la section Précautions du manuel de votre système PSP® (Playstation®Portable) Conservez le manuel de votre système et de ce jeu pour de futures références.

⚠Avertissement sur la photosensibilité et l'épilepsie

Un certain nombre de personnes sont susceptibles de faire des crises d'épilepsie ou des syncopes lorsqu'elles sont exposées à diverses stimulations lumineuses. Certaines personnes s'exposent à ces crises lorsqu'elles regardent la télévision ou jouent à certains jeux vidéo. Même si vous n'avez jamais été sujet à des crises d'épilepsie, vous pouvez être épileptique sans le savoir. Si vous ou quelqu'un de votre famille est épileptique, consultez votre médecin avant de jouer à un jeu vidéo, ou immédiatement si vous ou votre enfant présentez l'un des symptômes suivants lorsque vous jouez:

- vertige
- troubles de la vision
- contraction musculaire
- mouvement involontaire
- troubles de l'orientation
- crises
- perte momentanée de conscience ou convulsion

Vous pourrez continuer à jouer seulement après avoir reçu l'autorisation de votre médecin.

Précaution à prendre dans tous les cas pour l'utilisation d'un jeu vidéo.

- Assurez-vous que vous jouez dans une pièce bien éclairée et à une bonne distance de votre écran.
- En cours d'utilisation, faites des pauses de 15 minutes toutes les heures.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

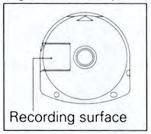
Arrêtez de jouer immédiatement si vous présentez l'un des symptômes suivants:

vertige, nausée ou des sensations similaires à un mal de mer; douleur ou trouble au niveau des yeux, des oreilles, des mains, des bras ou toute autre partie du corps. Si ces conditions persistent, consultez un médecin.

N'utilisez pas votre système lorsque vous conduisez un véhicule, roulez à vélo ou marchez. Ne l'utilisez pas dans un avion ou des bâtiments médicaux où leur usage est interdit. Eteignez l'interrupteur WLAN (réseau sans fil) dans les endroits bondés, par exemple à l'intérieur d'un train. Si une personne située à proximité utilise un stimulateur cardiaque, il est possible que les ondes radio affectent son fonctionnement.

Manipulation de l'UMD™

• Ce disque contient un logiciel destiné au système de loisir PSP® (PlayStation®Portable) Ne l'utilisez jamais sur un autre système car vous risqueriez de l'endommager. • Ce disque est conforme aux spécifications du système PSP® marqué FOR SALE AND USE IN U.S. ONLY (vente et utilisation exclusive USA) • En fonction du système, vous nécessiterez d'un Memory Stick Duo™ ou d'un Memory Stick PRO Duo™ (vendus séparément). Consultez le manuel de votre système. • Ne laissez pas d'images fixes affichées à l'écran pendant une période prolongée. Cela peut avoir un effet d'image rémanente sur l'écran. • N'exposez pas le disque à des températures élevées, à une humidité excessive ou au rayonnement direct du soleil. • Ne touchez pas l'ouverture à l'arrière du disque (surface enregistrée du disque, voir dessin) avec les doigts. • Ne laissez pas de poussières, sable, corps étrangers ou autres types de saleté sur le disque. • Ne bloquez pas l'ouverture avec du papier ou du scotch et n'écrivez pas sur le disque. • Si l'ouverture se salit, essuyez-la délicatement avec un chiffon doux. • Si le disque est sale, nettoyez les surfaces externes et enregistrées à l'aide d'un chiffon doux. • N'utilisez pas de solvants ou autres produits chimiques, comme par exemple du benzine ou tout produit commercial qui n'est pas destiné à nettoyer un Cd ou un atomiseur antistatique pour nettoyer des disques vinyl; cela risquerait d'endommager le disque. • N'utilisez pas un disque qui est fendu, déformé ou qui a subi des réparations. Le disque pourrait se casser à l'intérieur du système PSP®, ce qui pourrait entraîner des blessures ou un mauvais fonctionnement. • SCE n'est pas responsable si des dégâts sont causés par une mauvaise manipulation du disque.



Ejection d'un disque

Appuyez sur le côté droit du disque jusqu'à ce qu'il soit positionné comme le montre le diagramme. Si vous exercez une pression trop forte, vous risquez d'endommager le disque

Insertion et Rangement d'un disque

Positionnez le disque avec l'étiquette face à vous et appuyez sur le dessus du disque jusqu'à ce qu'il s'enclenche avec un déclic. Si le disque n'est pas inséré correctement, il peut être endommagé. Quand vous ne jouez pas, rangez le disque dans son boitier et gardez-le hors de la portée des enfants. Si vous laissez le disque hors de son boitier, vous risquez de le voiler et de l'endommager.

NIS America, Inc. 1221 E. Dyer Rd. Suite 210 Santa Ana, CA 92705 www.NISAmerica.com
©2009 GUST CO., LTD. All rights reserved. Licensed to and Published by NIS America, Inc.
Mana Khemia is a trademark of GUST CO., LTD. Distributed exclusively by KOEI Corporation.

Al-Revis Academy, where your alchemic future begins.
Votre futur en alchimie commence à Al-Revis Academy.

After a visit from a mysterious stranger, a young man and his Mana embark on a new life at the prestigious Al-Revis Academy. There, he learns to master alchemy with the help of his classmates.

Après la visite d'un étranger mystérieux, un jeune homme et son Mana s'embarquent vers une vie nouvelle dans la prestigieuse Al-Revis Academy. Là, il apprend à maîtriser l'alchimie avec l'aide de ses camarades de classe.

Combat courses help develop your personal strengths.

Les classes de combat vous aident à développer vos forces personnelles.

Team up with a buddy in the multi-player mode.

Faites équipe avec un ami dans le mode multi-joueur.

Work with your personal assistants for your alchemic research.

Travaillez avec vos assistants personnels lors de vos recherches alchimiques.

All new multi-player mode!
Jump Start for quicker load times!

Un nouveau mode Multi-Joueur !
"Jump Start pour des chargements encore plus rapides !"

1Player
Un joueur

Memory Stick Duo™ 352KB
Memory Stick Duo™ 352Ko

PSP Headset Compatible
Ecouteurs compatibles PSP

Wi-Fi Compatible (Ad Hoc)(1–2 Players)
Compatible Wi-Fi (Ad Hoc)(1 à 2 joueurs)

NIS America, Inc. 1221 E. Dyer Rd., Suite 210, Santa Ana, CA 92705 www.NISAmerica.com

©2009 GUST CO., LTD. All rights reserved. Licensed to and Published by NIS America, Inc.
Mana Khemia is a trademark of GUST CO., LTD. Distributed exclusively by KOEI Corporation.
Licensed for distribution in North America and Mexico on the PSP® (PlayStation Portable) system.
See inside for details. "UMD" is a trademark of Sony Computer Entertainment Inc.
"PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association.
Manufactured and printed in the U.S.A.
U.S. AND FOREIGN PATENTS PENDING.

8 57823 00126 0

WARNING: IF YOU HAVE A HISTORY OF EPILEPSY OR SEIZURES, CONSULT A DOCTOR BEFORE USE. CERTAIN PATTERNS MAY TRIGGER SEIZURES WITH NO PRIOR HISTORY. BEFORE USING AND FOR MORE DETAILS SEE INSTRUCTIONS FOR THE PRODUCT.
AVERTISSENT: SI VOUS AVEZ DÉJÀ SOUFFERT D'ÉPILEPSIE OU DE CONVULSIONS, CONSULTEZ UN MÉDECIN AVANT D'UTILISER CE JEU. CERTAINS MOTIFS LUMINEUX PEUVENT PROVOQUER DES CRISES D'ÉPILEPSIE CHEZ DES PERSONNES N'AYANT PAS D'ANTÉCÉDENTS EN RAPPORT AVEC L'ÉPILEPSIE. AVANT D'UTILISER CE JEU, CONSULTEZ LE GUIDE D'UTILISATION POUR PLUS DE DÉTAILS SUR CE PRODUIT.

EVERYONE 10+ ENFANTS ET ADULTES 10+
E 10+
Language / *Langage*
Mild Fantasy Violence / *Légère violence fictive*
Mild Suggestive Themes / *Thèmes légèrement suggestifs*
ESRB CONTENT RATING www.esrb.org
CLASSIFIÉ PAR L'ESRB

PSP

Mana Khemia® Student Alliance

ULUS 10408

UMD™ UNIVERSAL MEDIA DISC

Only On PlayStation.

Mana Khemia™
Student Alliance

EVERYONE 10+
ENFANTS ET ADULTES 10+
E 10+
CONTENT RATED BY
CONTENU ÉVALUÉ PAR
ESRB

NIS America